VZ COMPUTING

NEWSLETTER

AUCKLAND VZ 300/200
COMPUTER USERS CLUB

ISSUE Nº: 3 DEC 86

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CONTRIBUTIONS

The following points will help those thinking of sending program's for publication in this newsletter.

If possible send a listing and a tape of your program. This helps me prepare the newsletter and the tape will be returned when I have finished.

Include some notes on what the program does and how t use it.
What is painfully obvious to the author is often obscur to we users.

For long or complex program's let me know if I can supply readers with a copy of it on tape or if you are prepared to do this yourself.
I urgently require program's and items for this newsletter.

POSTAL ADDRESS

P.O Box 1972 C.P.O AucKLAND..

Hi!!! Not much New,s this time around ,But here is what we have for you this newsletter anyway.

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The following books are Available in Australia . But when they will become available here is anyones guess,D.S.E sure don't know.

------- VZ-300 Technical Manual,which has 39 pages and sell for $14.95 Aust..

------- Programming the VZ-300, 171 pages and also sells for $14.95 Aust...

------- The giant book of Games for the VZ-300, 278 pages for$19-95 Aust...

We users are all waiting to see these books,let's hope they arrive soon.

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Watch for Dick smith's Christmas Mailer with heap's of Bargains?? the Vz prices seem to be about the same as pre GST anyway. Also have a look at your Christmas mailer from CLUBCARD(if you are a member) which offer's VZ-300 's for $175-00, maybe it's time to update ,if you haven't already.

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The VZ-300's that are now arriving have all Functions marked on the key's so you do not need a card any more. The key's and the Computer are also the same colour.

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I hope you managed to get a copy of Chris Griffin's CHIP 8 program which appeared in the ELECTRONICS TODAY INTERNATIONAL magazine, August & October Issue ,if not contact me for a copy.

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Bob Kitch also had a large article in AUSTRALIAN ELECTRONICS MONTHLY. (Sept& October issue).

The article describes the hardware of the Video display chip and Aspect's of screen handling on the VZ.Well worth having this article .

(To appear in this newsletter starting next issue)

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Just arrived from Australia is NINE technical bulletin's for VZ .. The first of these appear's in this issue. .

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PLEASE NOTE:

This club is not in the business of selling or buying program's or items on the VZ

PTO

If you need something or have some program's you would like to share then contact me.THe object of the club is to:

SUPPORT AND PROMOTE THE USE OF THE VZ COMPUTER:

AND MAINTAIN USERS SUPPORT:

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Iwould like to wish all Member's and in fact all Vz user's a very merry christmas and a happy new year and i hope you get plenty of time to work with your computer's over the holidays maybe we will see a lot more programs in the new year.

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The program this newsletter is called painter and on the other page is the changes to use the keyboard instead of joysticks and my review of dawn patrol which i hope will be of some use to users who may be planing to add this game to their program collection.

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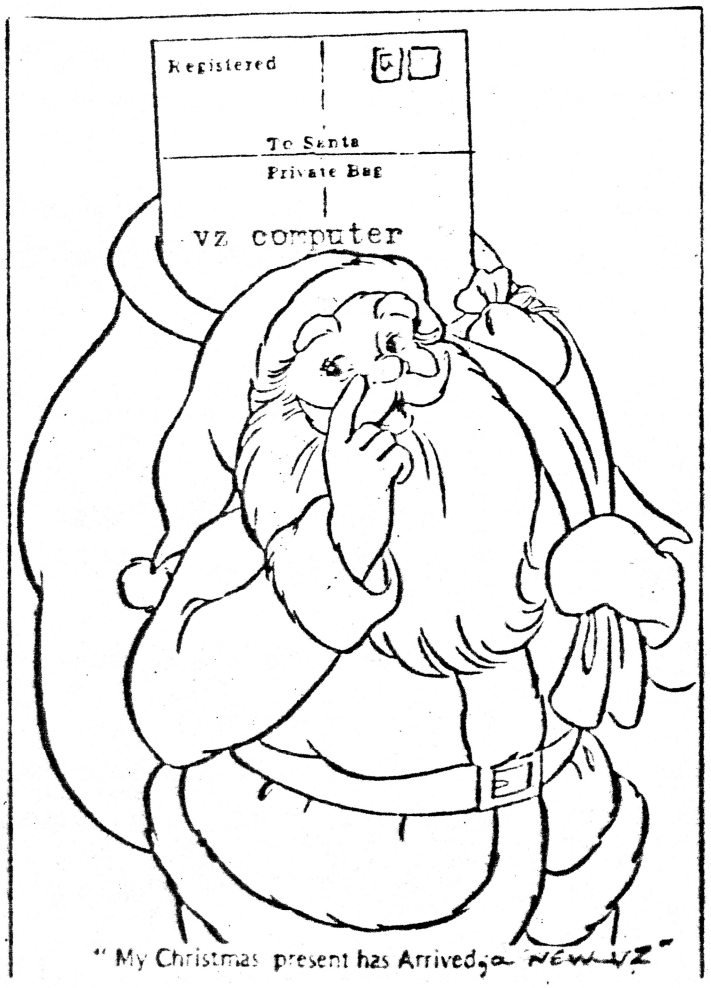
untilnext year and the next newsletter good luck and happy VZ ing

regards peter



LETTER'S TO THE EDITOR.

I am trying to collect together a variety of information on the VZ for the ultimate use of all Users. Most of you will have seen my bibliography of magazine articles for the VZ. (If not, then send me a SSAE). Some of the items I am having trouble locating are Newsletters from old Users Groups.

If anyone has copies of old newsletters, I would like to swap or buy copies - perhaps exchange for some of my reprints.

I am particularly seeking the eight newsletters produced by Luigi Chiodo's Victorian Group - also any newsletters from S.A. and W.A.

Write and let me know what you have (and what you want!).

Bob Kitch, 7 Eurella St., KENMORE Qld. 4069.

This little programme was contributed by Jason Oakley of Tamea, NSW.

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10 REM CONTRIBUTION FROM JASON OAKLEY
15 REM PRESS VARIOUS KEYS AND WATCH THE RESULT
20 CLS
30 POKE28940,33
40 POKE28940,28
50 POKE28940,45
60 POKE28940,47
70 GOTO30
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10 REM PAINTER - BY BRUCE DANIEL
20 HS=0
30 CLS
40 FORI=28704TO29119:POKEI,128:NEXTI
50 FORI=1TO30:POKE28672+I,179:POKE29120+I,188:NEXT
60 FORI=28704TO29088STEP32:POKEI,181:POKEI+31,186:NEXT
70 POKE28672,177:POKE28703,178:POKE29120,180:POKE29151,184
80 FORI=1TO4+RND(4):POKE28672+RND(12)*32+RND(28)+34,191:NEXT
90 SC=0:MV=1:CP=28704:COLOR2
100 PRINT@496,"HIGH SCORE:";:HS$=STR$(HS)
110 HS$=RIGHT$(HS$,LEN(HS$)-1)
120 IFLEN(HS$)<3THENHS$="0"+HS$:GOTO120ELSEPRINTHS$;:SOUND23,3
130 PRINT@481,"SCORE :";:SC$=STR$(SC):SC$=RIGHT$(SC$,LEN(SC$)-1)
140 IFLEN(SC$)<3THENSC$="0"+SC$:GOTO140ELSEPRINTSC$;
150 JK=INP(32)
160 IFJK=62THENMV=-32ELSEIFJK=61THENMV=32
170 IFJK=59THENMV=-1ELSEIFJK=55THENMV=1
180 CP=CP+MV
190 IFPEEK(CP)<>128THEN220
200 POKECP,159:SC=SC+1:GOTO130
210 REM
220 PRINT@268,"GAME OVER";" INVERSE
230 SOUND16,1
240 IFSC>HSTHENHS=SC
250 PRINT@423,"PRESS <FIRE> TO PLAY";" INVERSE
260 JK=INP(32)
270 IFJK<>47THEN260
280 GOTO30
```

Review of Dawn Patrol

Joysticks or Keyboard Optional.
Loading time 2 min 46 sec.

The object of Dawn Patrol is to rescue 80 prisoners from the 4 enemy prison camps.

You are the pilot of a helicopter and must land in the prison compound. There are 4 prison's and there are 20 prisoners to be rescued from each one. The more prisoners you pickup in your helicopter you use fuel faster and must return to base to drop off your prisoners and refuel and then head for the next compound. You have 4 helicopters.

Obstacles to overcome include Tank's, Planes, Missiles. You can move up, down, left, right as well as fire. You can also rotate your helicopter.

A very hard game to play but really great graphic and colour.

A game you must see to believe and well worth the cost.

By P.J. Hill.
of Auckland.

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1 'HERE ARE THE CHANGES TO 'PAINTER'
2 'THEY HAVE BEEN KINDLY SENT IN BY MR C.BATTERBURY.
3 '
4 '
15 ''X' MOVE LEFT;'Z' MOVE RIGHT;'.' MOVE UP;' 'MOVE DOWN
150 I$=INKEY$
160 IF I$='.',MV=-32ELSE IF I$=' ',MV=32
170 IF I$='Z',MV=-1ELSE IF I$='X',MV=1
220 PRINT@268 'PRESS F TO PLAY';260 I$=INKEY$
270 IF I$<>'F' THEN260


5 'TO SLOW IT DOWN WHILE YOU GET USED TO IT HE SUGGESTS
6 'PUT IN THE FOLLOWIING
35 INPUT'SET SPEED :0 FAST,5 SLOW';A:IFA>5,35
185 FOR B=0 TO A*20:NEXT
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